



# SOMEDAY, WE'LL GET THERE

NISHI ASUKA

Chapter 5

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<http://yuriproject.net>





OF COURSE  
I AM...

WHAT...?

THEN  
REMEMBER  
THIS.

ARE YOU  
TRYING  
TO WIN?



IN A FIGHTING  
GAME, YOU CAN  
NEVER STOP  
DOING WHAT  
YOUR OPPONENT  
HATES.



THINK TEPID  
THOUGHTS  
LIKE THOSE, AND  
YOU CAN'T WIN.

I T U K A M I N O R E B A

# いつかみのれば

SOMEDAY, WE'LL GET THERE

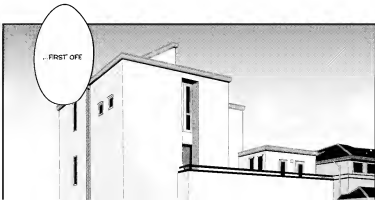
Presented by Nishi Asuka

Round.5

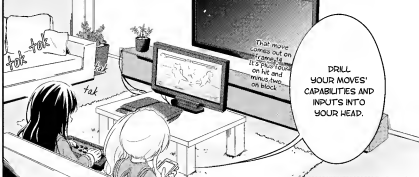
西あすか

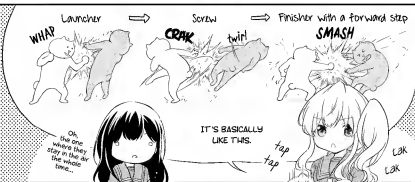
















EX.

From a move with  
advantage on hit or block.



Close in with a dash.



EX.

Threat your opponent's wakeup.



EVEN IF YOU  
CALL IT OUT FROM  
A DISTANCE, YOU  
WON'T GET A CLEAN HIT.  
AND IT COULD WASTE  
OR YOU COULD GET  
HIT BY A GET-UP  
ATTACK. 'CAUSE  
YOUR OPPONENT'S  
GONNA MOVE, TOO.

TO DO A  
FIFTY-FIFTY  
YOU BASICALLY  
NEED TO GET  
INTO A POSITION  
WHERE YOU HAVE  
THE ADVANTAGE  
AND THEN  
CLOSE IN.

THAT SOUNDS  
EASY ENOUGH.

Give 'em the  
fifty-fifty.

WELL,  
IT'S NOT LIKE  
YOU CAN BE  
BRAIN DEAD  
ABOUT IT.

Brain  
dead..

IF YOU CAN GET  
THEM TO SLIP UP,  
IT'S A POSSIBLE  
YOU COULD BEAT  
EVEN A HIGH-TIER  
OPPONENT!

KABLAN

SM YAAAAH!

CRACK

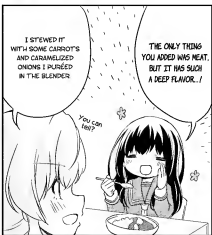
ASH

WHEN YOU  
CAN CRAFT  
A SITUATION  
WHERE YOU'RE IN  
CLOSE QUARTERS  
AND YOU PUT  
A FIFTY-FIFTY  
RIGHT IN THEIR  
FACE, IT'S  
ALL READS  
AFTER THAT!

I'm hungry.

Then,  
after some  
practice on  
reversals,  
let's have  
dinner.





NOTE: 乱 (ABARE) IS A JAPANESE WORD THAT ROUGHLY MEANS "THRASHING ABOUT, BEHAVING IN A VIOLENT, UNPREDICTABLE MANNER". ITS USE IN FIGHTING GAMES HAS BEEN ADOPTED IN ENGLISH.



MAKING YOUR OPPONENT WHIFF AN ATTACK AND HITTING THEM WITH A MOVE BEFORE THEY GO BACK TO NEUTRAL.

IF YOUR OPPONENT MISTAKES YOUR BLOCKING, YOU'RE ABLE TO USE ALL THE FRAMES OF YOUR OPPONENT'S MOVE, SO YOU CAN LAND A PAINFUL COUNTER.

BACKDASHING AT THE CRITICAL MOMENT, TARGETING YOUR OPPONENT'S OKI OR ABARE, AND SAYING OUT A WHIFF IS IMPORTANT, TOO!



THROWING OUT A MOVE THAT WILL INTERRUPT YOUR OPPONENT'S MOVE WHEN YOU'RE AT A FRAME DISADVANTAGE.

THERE ARE SOME SETUPS THAT YOU CAN'T INTERRUPT, SO WATCH OUT.

whiff on backdash



Overhead whiff on crouch



Throwing out a jump move against a low



Throwing out a move that goes through an overhead



Besides that, there's crouching punches, counters, super armor, invincible moves...

Lots of ways to add some abare.



WHAT'S THAT MOVEMENT  
YOU'RE ALWAYS DOING  
WHERE YOU FLIT DOWN  
AND BACK?



WHAT?

HEH  
SHUJOU-CHAN.



NO, YOU DON'T  
NEED TO KNOW  
BEFORE  
WE GET TO  
ABOUT THAT  
RIGHT NOW  
THAT...

THAT'S  
A KOREAN  
BACKDA...



She let go  
of the stick...

IT'S TRUE THAT  
YOU COULD GET  
ATTACKED DURING  
A DASH...



NOW THAT  
YOU MENTION IT,  
NINPOW HAS  
THIS MOVE...



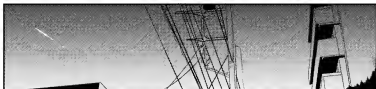
WE SHOULD PRACTICE  
BLOCK-CANCELING  
FORWARD DASHES AND  
BLOCKING DURING  
BACKDASHES UNTIL  
YOU'VE GOT  
'EM DOWN!











NOTE  
"CHICKEN  
HAM" IS  
A BGM  
INVENTED  
ON 20JAN  
IT INVOLVES  
LETTING  
A CHICKEN  
BREAST SIT  
IN SUGAR  
AND SALT  
FOR A  
NUMBER  
OF DAYS  
BEFORE  
COOKING IT









I'M SUPER  
NERVOUS.



...THIS IS THE  
MACHINE WHERE  
YOU FIRST GAVE ME  
A LESSON. ISN'T IT,  
SHIJOU-CHAN?

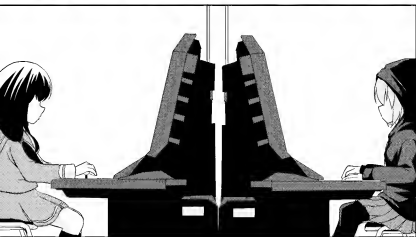
WAS  
IT...?



I WONDER IF I'M  
A LITTLE BETTER  
EVEN THAN I WAS  
BACK THEN...









**HERE COMES  
A NEW  
CHALLENGER**



*To be continued.*